

1 **ABSTRACT**

2 Media processing methods, systems and application program interfaces
3 (APIs) are described. In but one embodiment, a media engine component, also
4 referred to as a media engine, provides a simple and unified way of rendering
5 media from an origin to a destination of choice without requiring intimate
6 knowledge about the underlying components, their connectivity and management.
7 Clients of the media engine need not worry about how to render the particular
8 media, but rather can simply focus on what media to render and where to render
9 the media. In at least one embodiment, a media session is provided and is used by
10 the media engine and provides a mechanism by which additional components are
11 made transparent to the application and, in at least some embodiment, the media
12 engine. In some embodiments, the media engine and media session provide a
13 simple API for building, configuring, and manipulating a pipeline of components
14 (e.g. media sources, transforms, and sinks) for media flow control between an
15 origin and one or more destinations.

16

17

18

19

20

21

22

23

24

25